Rome: Republic Legacy

**Introduction**

REVIVE THE ANCIENT ROME

"Rome: Republic Legacy" is an online card game featuring role-playing, turn-based strategy, and history.

Play as ancient Roman figures such as Julius Caesar, Lucinius Crassus, and Pompeius Magnus - or, as one of Rome's greatest nemeses, including Hannibal Barca and Vercingetorix.

**Choose Your Character**

The game system randomly assigns you two characters. Pick one.

Each character has two unique abilities. (See annex: Characters List)

Initial Settings

Initially, you have 10 hp and a hand of 4 cards.

Once both you and your opponent have picked your characters, the game begins.

**The Game Area**

Each player has the following zones in their half of the game area:

1. Their Hand. Each player can only view their own hand.
2. Units Zone. Each player can place up to 3 Units in their unit zone.

**Game Objective**

You win the game when your opponent’s hp reaches 0.

**Game Widgets**

Cards

Cards are found in players’ hands.

Each card is identified with the following:

* a name and a picture.
* A Roman numeral ranging from 1 to 6

Players obtain cards by drawing from the deck, which is shared by both players. Cards can be played to exert their effects.

-Cards are grouped into 4 types: unit cards, resource cards, military cards, and senate cards.

Units

Each unit is identified with a name and a picture. A unit also has the following attributes that may change throughout a game:

* Attack points: units consume attack points in order to attack. When a unit’s attack points reach 0, it is removed from the game.
* Status: active/inactive. Only active units may attack.

**Gameplay**

Rome: Republic Legacy is a turn-based game. Players take turns to play. Each turn includes the following Phases:

* Preparation Phase
* Draw Phase
* Playing Phase
* Discard Phase
* Battle Phase
* End Phase

**Preparation Phase**

Some characters may use their abilities in this phase.

**Draw Phase**

You draw 2 cards from the deck.

**Playing Phase**

You may play cards from your hand.

**Discard Phase**

You discard cards from your hand until you have at most 4 cards in your hand.

**Battle Phase**

You may select a unit to attack your opponent.

**End Phase**

Some characters may use their abilities in this phase.

**Cards**

**Unit cards**

Playing a unit card deploys the corresponding unit in your unit zone. In battle phase, you select exactly one main unit and, optionally, one auxiliary unit. You may only select active units.

At the moment of its deployment, a unit is inactive and has an initial amount of attack points. That unit will automatically become active at the beginning of your next turn.

Battle

When attacked, your opponent must play “shield” to cancel out the attack. Otherwise, the attack is successful and you deal damge to your opponent.

| Unit Name | Attack points  (initial/max) | Damage | Additional Effects |
| --- | --- | --- | --- |
| Legionary | 2/3 | 2 | You may select an auxiliary unit to assist the attack. |
| Cavalry | 1/3 | 2 | Deals 1 more damage if your opponent’s hp is 6 or greater. |
| Archery | 1/3 | 1 | The attack cannot be cancelled by “shield”. |
| Auxiliary units |  |  |  |
| Velite | 1/2 | n/a | Your opponent must play 1 extra “shield” to cancel out the attack. |
| Slinger | 1/2 | n/a | Before playing any “shield”, your opponent must discard a card from their hand. |
| Special Units |  |  |  |
| War Elephant | 1/3 | 2 | Deals 1 more damage if your opponent’s hp is 6 or greater.  If the attack is successful, you may remove a unit with 1 remaining attack pt from your opponent’s unit zone.  If you have any War Elephant unit: when you receive damage from an Archery unit, remove 1 attack pt to each of your units (except War Elephants) |
| Gladiator | 2/3 | 2 | Your opponent must play 1 extra “shield” to cancel out the attack. |
| Macedonian Phalanx | 2/3 | 2 | Before playing any “shield”, your opponent must discard a card from their hand. |
| Mounted Archer | 1/3 | 1  2 if opponent hp >= 6 | Deals 1 more damage if your opponent’s hp is 6 or greater.  The attack cannot be cancelled by “shield”. |
| Celtic Warrior | 2/3 | 2 | If the attack is successful, you heal 1 hp. |

**Resource Cards**

Resource cards allow you to restore attack pts to your units. You may only play at most 1 resource card per turn.

| Card Name | Effect |
| --- | --- |
| Shield | Restore 1 attack point to a Legionary unit.  Defend yourself from an attack. |
| Horses | Restore 1 attack point to a Cavalry unit. |
| Arrows | Restore 1 attack point to an Archery unit. |
| Ration | You heal 2 hp. |
| Aquilifer | Immediately make one of your units become active. |

**Military Cards**

Each military card has an effect that could give you the upper hand in a game. You may play any number of them in each turn.

| Name | Effect |
| --- | --- |
| Barbarian Invasion | Remove a unit with 1 remaining attack pt from your opponent’s unit zone. |
| Tortoise formation | Cancels out the effect of a military card targeted toward you. |
| Campment | Restore 1 attack pt to one of your units. That unit becomes inactive. |
| Siege | Reveal the top card of the deck. If its number is not a multiple of 3, your opponent skips their next draw phase. |
| Onager | Reveal the top card of the deck. If it’s not a multiple of 3, you deal 2 damage pts to your opponent. |
| Reinforcement | Draw 2 cards. |

**Senate Cards**

You may only play at most 1 senate card per turn.

| Name | Effect |  |
| --- | --- | --- |
| Senatus Consultum Ultimum | Your opponent chooses 1 of the following:   * Lose 3 hp * Discard their hand   Cannot be cancelled by “Veto” |  |
| Veto | Cancels out the effect of a senate card targeted toward you. |  |
| Land Redistribution | Discard your hand. Draw cards until you have as much cards in your hand as your opponent. |  |
| Panem et Circenses | Reveal the top card of the deck. It it is not a multiple of 3, your opponent skips their next playing phase and battle phase. | The mob follows [Fortuna](https://en.wikipedia.org/wiki/Fortuna) and cares for nothing but [bread and circuses](https://en.wikipedia.org/wiki/Bread_and_circuses).  -Juvenalis, Satires X |
| Urban Construction | Discard 1 card from your hand. Heal 3 hp. | I found Rome a city of bricks and left it a city of marble  -Augustus |